POWER OUTAGE

Players Name: _____
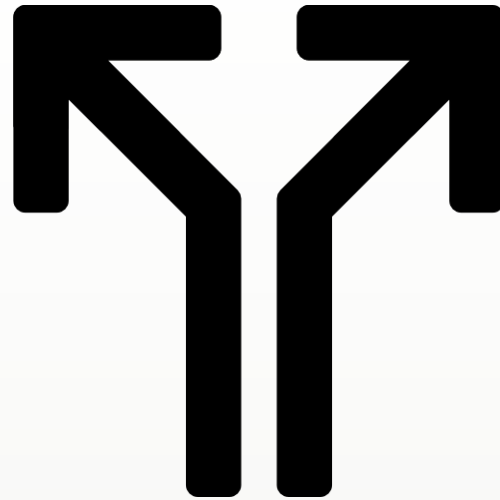
Heroes Name: **STUNT DOUBLE**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : Atomnyy Zavod

BIOGRAPHY

It started out as a normal day on the movie set. The star was called away and you were called in to back flip off a landing and into a vat of fake Atomic Accelerator. What you didn't know was that the director had thought in order to achieve authenticity, he would use the real stuff.

After countless tests, one secret Factory Scientist explained that your sub atomic particles can move so fast that you can actually split a duplicate of yourself from the future to occur simultaneously in the present. Much like a very real and tangible after image.

With great power, comes great acting scenes. And what better way to prepare for your future as a hero on stage, than to be a hero in real life.

POWERS

1. ACTION SEQUENCE

2. DOUBLE EXPOSURE

3. ZOOM SHOT

4. JUMP CUT

5. FISH EYE

WEAKNESS

YOUR OWN REFLECTION

Disables body double in any powers.

STATS

IMPACT (IMP)   3

POWER (POW)   3

ARMOR (ARM)   10

YIELD POINTS (YP)   11

YP Tracker

POWER Tracker

☆☆☆
☆☆

SUPER ENERGIZE

Similar to Energize Defensive Stance stays for 3 rounds, you are immobile, but receive a guaranteed full roll value.

ENERGIZE

Maintain defensive (no attacks) stance reducing damage by half for 2 rounds. On 3rd round, roll D4 and earn that many Power Uses back. Standard action required to energize an ally.
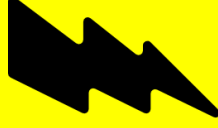
REGENERATE

As a standard action you can roll a D20 vs 10, to recover 1D6 Yield Points. If done for an ally get a +2 bonus to roll.

KICK

2 or 1D4 Yield Points

PUNCH

2 or 1D4 Yield Points

Fish Eye

Your enemies are confused as your doppelganger appears near by

Supportive - Create the illusion of yourself undetecable to enemies up to 3 spaces from the illusion.

Jump Cut

As you move you jump forward disappearing and reappearing ahead of yourself

Utility - Move additional 3 spaces per turn for the remainder of the battle

Action Sequence

You're acrobatic abilities and catlike reflexes give you flight like capabilities

Utility - Flight - Move over traps or hazards at normal speed

Zoom Shot

You swing a punch and your double materialize at a distance from you to complete it, before phasing out of existance

Combat G - 1d4 - 1 enemy up to 15 spaces away

Double Exposure

You briefly split in two, attacking your enemies before phasing back together

Combat N - 1d6 2 adjacent creatures - Roll attack and damage for each